

## Discworld Roleplaying Game

Welcome to the land of Yrth, a magical realm of incredibly varied races and monsters - including people snatched from our Earth and other worlds by the cataclysmic Banestorm! Whole villages were transported - from such diverse locales as medieval England, France, Germany, and the Far East. Now humans struggle with dwarves, elves, and each other. The Crusades aren't ancient history here - they're current events! Characters can journey from the windswept plains of the Nomad Lands - where fierce Nordic warriors seek a valiant death to earn a seat in Valhalla - to Megalos, the ancient empire where magic and political intrigue go hand in hand. Or trek south to the Muslim lands of al-Wazif and al-Haz to explore the forbidden city of Geb'al-Din. This book updates the original Yrth of GURPS Third Edition Fantasy and Fantasy Adventures. It provides GMs with a complete world background - history, religion, culture, politics, races, and a detailed map - everything needed to start a GURPS campaign. Phil Masters (Discworld and Hellboy RPGs) and Jonathan Woodward (Hellboy and GURPS Ogre) have added new peoples, places, and plots, as well as lots more on magic and mysticism, all of which conforms to GURPS Fantasy and GURPS Magic. So prepare to make your own mark on Yrth. Plunder elven ruins while evading the desert natives. Play a peasant-born hero . . . a orcish pirate . . . a Muslim double agent commanded to infiltrate the Hospitallers. Yrth awaits the legend of you!

Feel the Power! Fantasy settings are defined by their magic . . . so different worlds need different magic systems. GURPS Thaumatology has GURPS Fourth Edition updates of the best Third Edition magic variants, plus many all-new options. This mighty tome includes: Minor tweaks for the spell-based magic of the Basic Set: restructuring prerequisites and colleges, modifying Magery and mana, new magical energy sources, adapting spells on the fly, and more. Radical revisions of spell-based magic, including detailed versions of the clerical and ritual magic options hinted at in the Basic Set, and the return of that Third Edition classic, "unlimited mana." Traditional alternatives to spells, such as ceremonial, spirit-mediated, and runic magic. World-shaking freeform magic. Magic as inherent powers. An in-depth look at material magic, with new alchemy, herbalism, and enchantment options; rules for free-willed items and magical gadgets; and guidelines for "the stuff of raw magic." Notes on adapting real-world occult concepts - such as the Laws of Magic, astrology, and traditional material components - to any magic system. Guidelines for running magic-oriented games, advice on combining magic systems, and detailed outlines for four distinctly different fantastic campaigns. The softcover reprint contains the same material as the earlier print run (updated for the latest errata, of course!), with black-and-white interiors and a lower price. GURPS Thaumatology requires the GURPS Basic Set, Fourth Edition. GURPS Magic is recommended but not required. The discussions of different magical styles would enhance any game that features magic.

Dragon City. It's a grim, gritty metropolis ruled over by the Dragon Emperor, with legions of zombies scratching at the city walls by night. Whether in the streets of Goblintown or the prestigious halls of the Academy of Arcane Apprenticeship, people try to scrape by, make a living, and survive from one day to the next. You, however, are looking for something more than simple survival. And in this city, if you don't make your own adventure, another adventure is sure to find you. Based on the fantasy noir novels of bestselling author Matt Forbeck and powered by Monte Cook's Cypher system, Shotguns & Sorcery: The Roleplaying Game contains everything you need to launch your campaign. Grab a wand, a shotgun, and hold on tight to your flying carpet--it's going to be a bumpy ride.

This volume contains Mort, Reaper Man and Soul Music, all starring Death, the Discworld's most endearing character, his steed Binky, his granddaughter Susan, the Death of Rats and all the various denizens of the Discworld.

Sigil & Shadow

GURPS THAUMATOLOGY

An Introduction to Roleplaying

A Roleplaying Game of Urban Fantasy and Occult Horror

Sinbad the Sailor

An illustrated book that tells the stories of several of the most famous and infamous wizards of the City of Gateway, a fictional metropolis where magic, the driving force of life in Gateway, is under threat from an oppressive oligarchy. The book is presented as a form of protest against the ruling class and their desire to keep these stories suppressed.

The dead are rising! This blasphemous tome gives players and GMs everything they need to bring the shambling menace of the undead to their Pathfinder adventures. This book includes tools for fighting against the undead horde, but also options for the players themselves to control or even become undead creatures. GMs will find new tools and haunts, as well as information about the undead-plagued lands of the Lost Omens campaign setting. A massive bestiary section full of undead creatures brings more threats for GMs to use and summonable creatures for players, including more versions of classic undead like vampires, skeletons, and zombies. This 224-page hardcover rulebook also includes a full adventure themed around fighting the undead! This deluxe special edition is bound in faux leather with metallic deboss cover elements and a bound-in ribbon bookmark. The pocket edition presents the same contents in a smaller sized softcover for a lower price and better portability.

Fantasirrollespil.

Rally Your CrewBased on the best-selling novels by Brandon Sanderson and powered by an all new story-driven rules system, the Mistborn Adventure Game lets you explore, command, or liberate the oppressed world of Scadrial, battle the Lord Ruler's Inquisitors, and master the primal forces of Allomancy, Feruchemy, and Hemalurgy. It features new official fiction from Mr. Sanderson himself and loads of never-before-seen material, making it the ultimate resource for fans of the novels and those who want to experience the Final Empire firsthand.

Ringworld

High-Tech Low-Life Roleplaying

Dungeon Master's Guide

Gurps Banestorm

Kids on Brooms

Set in a mirror of our own world, *Sigil & Shadow* is a roleplaying game of urban fantasy and occult horror in which players take on the roles of illuminated heroes and shadowed monsters to face the rising tide of supernatural forces. Ancient nightmares lurk behind the closed doors of board rooms, entities from beyond time prowl the city streets, forgotten rituals are reborn as viral memes. Do you take a stand against the encroaching shadows? Or do you seek their power for yourself? Powered by the highly accessible d00Lite system, *Sigil & Shadow* focuses squarely on the story rather than the mechanics – who the characters are and what they do, not how they do it. Easy to adopt to any mythos, campaigns can be built around a wide range of plots, with players taking the role of anything from paranormal investigators and monster hunters to members of occult cabals or secret societies. The setting offered sees a modern world buffeted by the tides of supernatural power, where beings of myth wake from their slumber while modern cults sacrifice to pop-culture gods and ancient cabals pursue their age-old schemes into the digital age.

From the bestselling author of *The White Donkey*, a heartbreaking and visceral graphic novel set against the stark beauty of Afghanistan's mountain villages that examines prejudice and the military remnants of colonialism. In this hotly anticipatednew work from Maximilian Uriarte, creator of the popular Terminal Lance comics and *The White Donkey*, tells a "thrillingly cinematic" (Publishers Weekly) story of the personal cost of war and the power of human connection. Lapis Lazuli is a rich blue semiprecious gemstone found deep in the Sar-i-sang mountains of Afghanistan's Badakhshan province. For thousands of years it has sustained the nearby mining villages, whose inhabitants lived peacefully in the mountainous landscape--until the Taliban, known in the region as the Horsemen, came to seek the riches stored deep beneath the earth. Taliban rule has turned the stone into a conflict mineral, as they steal and sell it for their own gain. At the behest of the fledgling Afghan government, seeking to wrest back control of the province, United States Marines are sent into the mountains. A platoon led by their eager and naive commander, First Lieutenant Roberts, and a stoic, fierce squad leader, Sergeant King, must overcome barriers of language and culture in this remote region to win the locals' trust, and their freedom from Taliban rule. Along the way, they must also wrestle with their demons--and face unimaginably difficult choices. A sweeping yet intimate story about brutality, kindness, and the remnants of colonialism, *Battle Born: Lapis Lazuli* is an epic saga from the voice of a new generation of military veterans.

At last the stars are almost right. Soon Nyarlathotep's plans will come to fruition. Then the world will be changed irrevocably – but not quite yet. Pesky human investigators have learned much. Now they must survive long enough to make sense of what they know, and take resolute action.This roleplaying classic is a series of linked adventures forming one long and unforgettable campaign. Horrifying deeds and dangerous sorcery dog those who dare attempt to unravel the fate of the Carlyle Expedition. The non-linear narrative keeps players baffled and on their toes. Action is the byword as the player-characters evade or combat cultists, magic, mad men, and the dread powers of the Outer Gods.

They said it couldn't be done. Well, it has been done, proving them wrong once again. After years of research, cunningly contrived in as many minutes, the Discworld has its map. It takes full account of the historic and much documented expeditions of the Discworld's fêted (or at least fated) explorers: General Sir Roderick Purdeigh, Lars Larsnephew, Llamedos Jones, Lady Alice Venturi, Ponce da Quirm and, of course, Venter Borass. Now travellers on this circular world can see it all: from Klatch to the Ramtops, from Cori Celesti to the Circle Sea, from Genua to Bhangbhangduc. The great cities of Hunghung, Pseudopolis, Al Khali and, of course, Ankh-Morpork are placed with loving care upon this world which is carried through space by Great A'Tuin.

The Discworld Atlas

Adventures on the Back of the Turtle

Rhianna Pratchett Fighting Fantasy

Shotguns & Sorcery RPG

Gateway

**Core Rulebook**

*>Welcome to the world of Kobolds Ate My Baby! a role playing game where you take on the mantle of the most meager and mundane critters in existence - KOBOLDS - in a futile attempt to satisfy the endless appetite of your king , Torg. (All Hail King Torg)! Fresh human baby is his favorite treat but, Kobolds are pretty tasty too so, in a pinch, you'll do nicely. In your quest for food you venture from the relative safety of The Caves into a nearby human town to ransack it for dinner. Explore exotic locations - like the farm! Do battle with deadly foes - like chickens! Steal babies and burn down the town!*

*On the very edge of recorded history, the fabled island of Atlantis formed the centre of a vast and powerful empire. From there, the divinely-descended lords of the western ocean made war on the rest of the world, until a brave resistance drove them back, and the gods punished them for their hubris. In that last cataclysmic struggle between gods and mortals, the whole island continent sank beneath the sea. For the first time, this book reconstructs the fact and fiction of that lost age of gods and heroes, including the political organization of the Atlantean Empire, the equipment and tactics of the armies of Atlantis and their enemies, and the stories of the great wars themselves, from the early struggles between Atlantean colonies and the Amazons of North Africa to the final and catastrophic counter-invasion of Atlantis by the peoples of Europe and Asia.*

*-- The book that was confiscated by the Secret Service because they thought it contained hacking secrets! (It doesn't) -- Nominated for the Origins Award for Best Roleplaying Supplement.*

**The Wars of Atlantis**

**GURPS MAGIC**

**Sleepaway**

**GURPS Lite**

**The Discworld Mapp**

*This book retells the story of Sinbad the Sailor and recounts tales of the voyages on which he acquired his wealth, of the strange peoples and monsters he encountered along the way and of lands beyond the horizon. It places the fiction of Sinbad, popularised in the collection of stories known as the Arabian Nights, into the context of medieval Cairo where these tales were originally told. By retracing the history of these stories and the Arabian voyages of exploration and trade which inspired them, and by examining modern incarnations of Sinbad that have appeared since his stories reached the West, this book breathes new life into these ancient tales of adventure, magic and mystery.*

*Shows the reader how to be a Dungeon Master.*

*The Student's Guide to Ultimate Power GURPS! A game with infinite possibilities. Even those familiar with this award-winning system may not feel they've mastered the fundamentals . . . and those just starting with this game may feel lost amid the possibilities. You want help. You could use a guide. You need How to Be a GURPS GM. For the player, this supplement offers insight into how to create the perfect character to fit your vision, plus three examples of character creation and two new fantasy templates. The chapter dedicated to customizing combat and using various options can be particularly helpful for new and veteran players in making aggressive altercations even more exciting. For the Game Master, the supplement discusses everything needed to run a campaign: how to prepare the game setting, assist the players with the creation of their heroes, create challenging and engaging encounters, and design and run the first adventure. The included overview of the Fourth Edition line, plus recommended resource lists for eight popular genres, can help the GM decide which supplements will be most helpful to craft a new campaign. This supplement also provides canonical insight from Sean "Dr. Kromm" Punch, who draws on decades of experience answering questions and providing clarifications as the GURPS Line Editor. Throughout, it follows a group of example players new to GURPS, from when their GM first opens the Basic Set through the starting session of their inaugural adventure. How to Be a GURPS GM is an invaluable aid for getting started with GURPS, bridging the previously perilous step between reading the Basic Set and participating in your first game. Half of power is knowing how to use it. With How to Be a GURPS GM, you'll be on your way to unleashing the full potential of GURPS like never before!*

*The gods don't play dice with the universe... unless it's game night. A twelve-thousand-year quest is about to be completed, prophecies will be fulfilled, ancient riddles answered, legendary evils bested, and the nature of the universe revealed. All that's needed is a band of mighty heroes to do the completing. Unfortunately for the locals, some of the gods have taken a personal interest in the chronicle of these heroes' adventures. Now they are each guiding one of the characters towards the conclusion of their epic journey. That is, when they're not squabbling, backstabbing each other, blowing things up by accident, refusing to play by the rules, and turning the Allfather's creation into a mess of petty arguments, fantasy cliche, gratuitous combat and unnecessary dice rolls. If you thought your games group couldn't be any worse, Game Night shows just how bad things can get when a bunch of unruly deities decide they want to play. And may the heavens help us all. Jonny Nexus is editor of the acclaimed webzine Critical Miss and author of The Slayers' Guide to Games Masters*

*Game Night*

*Mistborn RPG (softcover)*

*Turtle Recall*

*Gurps Infinite Worlds*

*Discworld Roleplaying Game*

*The best-selling works of Terry Pratchett chronicle events on the Discworld. The Discworld Roleplaying Game, Second Edition takes things a step further, enabling gamers to dream up their own oddball cast and have new and exciting (mis)adventures on the Disc. The Second Edition updates the First Edition (1998) and its supplement, GURPS Discworld Also (2001), to encompass novels written since The Fifth Elephant (1999) as well as the latest version of the rules, GURPS Fourth Edition (2004).*

*Think you know Ankh-Morpork? Think again. In this top-secret guide, intrepid explorers will receive a first-hand experience of the real city. If you've ever wondered where Unseen University students wet their whistles (while avoiding their teachers as they do the same), or pondered just what the Assassins' Guild constitutes a proper means of inhumation – there are standards to be upheld – then this is the book for you. That's right, have yourself a glimpse of what actually goes on in the city's societies. Cut the chaff, peek behind the curtain, see how the sausage gets made . . . err, you get the idea. Just don't let the Thieves' Guild catch you with this. They won't appreciate their methods being flogged behind their back. Flogging's their job. Completely revamped and redesigned, this full-colour book contains material from Discworld Diaries across the decades.*

*A brand-new street directory of Discworld city Ankh-Morpork complete with a beautifully illustrated pull-out map. 'There's a saying that all roads lead to Ankh-Morpork. And it's wrong. All roads lead away from Ankh-Morpork, but sometimes people just walk along the wrong way.' Ankh-Morpork! City of One Thousand Surprises (according to the famous publication by the Guild of Merchants)!*

*Now available in softcover, this GURPS Fourth Edition book combines the spells from the Third Edition GURPS Magic and GURPS Grimoire, plus dozens of all-new spells, for the ultimate tome of magic! Within these pages, crackling with mystic energies, you'll find: The core magic system for GURPS, expanding on the material presented in the Basic Set . . . rules for learning magic, casting spells, enchanting magic items, and more! Complete alchemy rules . . . creating magical elixirs, using them, and even researching new ones . . . with an extensive list of known elixirs and their powers. Alternatives to the core magic system, including complete rules for improvised magic and rune magic. There are also guidelines for the GM who wants to change how magic works in particular worlds in a multi-world campaign. Plus special material from the GURPS Magic Items series and Wizards. This is a powerful book, indeed. Use it wisely.*

*The Turtle Moves!*

*Runequest: Roleplaying in Glorantha*

*Kobolds Ate My Baby in Colour*

*The Mecha Hack*

*Discworld's Story Unauthorized*

*Winner of the 2012 Origins Award Pull up a chair and see how the world's top game designers roll. You want your games to be many things: Creative. Innovative. Playable. Fun. If you're a designer, add "published" to that list. The "Kobold Guide to Board Game Design" gives you an insider's view on how to make a game that people will want to play again and again. Author Mike Selinker (Betrayal at House on the Hill) has invited some of the world's most talented and experienced game designers to share their secrets on game conception, design, development, and presentation. In these pages, you'll learn about storyboarding, balancing, prototyping, and playtesting from the best in the business.*

*A two-headed creature and a large redfurred carnivore are among the members of a party which arrives to explore a mysterious world fabricated in the shape of a ring*

*PART STORY, PART GAME - PURE ADVENTURE! You, the hero of this story, are a member of the Sky Watch keeping the floating island The Nimbus safe. When this island suddenly crashes out of the sky into the Ocean of Tempests below, you must battle storms and sea beasts in your mission to raise it from the deep.*

*Gurps DiscworldAdventures on the Back of the TurtleSteve Jackson GamesDiscworld Roleplaying GameAdventures on the Back of the Turtle*

Gurps Discworld Also

Gurps Bio-Tech

The Discworld Companion . . . So Far

Gurps Cyberpunk

Lapis Lazuli

**Infinite Worlds . . . Infinite Adventure! The good news is, there are other Earths. Maybe an infinite number. The bad news is, somebody out there doesn't like us. The shuttles of Infinity Unlimited jump between parallel Earths, seeking adventure, profit, knowledge, and even entertainment. But a parallel called Centrum has also developed the technology to hop between the worlds . . . and it wants to rule them all. The Infinity Patrol must deal with their ruthless rivals, as well as with world-jumping criminals, and with the possibility that the secret of dimension travel might escape to some of the really nasty alternate worlds like Reich-5. Welcome to the core setting of GURPS Fourth Edition! Every other GURPS setting is on one of the Infinite Worlds timelines . . . whether they know it or not! GMs can use this to create a whole meta-campaign, or just as an excuse to move characters between worlds when the plot requires it. Compiled by Kenneth Hite, the master of alternate histories, GURPS Infinite Worlds combines and updates material from GURPS Time Travel, GURPS Alternate Earths, and GURPS Alternate Earths 2 into one volume, and gives dozens of new worlds to explore as well! This is the complete genre book on both alternative-world gaming and time travel. It offers detailed advice on the unique challenges of running this type of campaign, and on designing and playing characters who regularly cross between settings. It also provides a wide variety of suitable threats and hazards - from evil cross-time Nazis and cosmic conspiracies to "ordinary" monsters and disasters. And it gives guidelines for building alternate worlds from the perspectives of the setting, the story, and the rules. Whether you're playing accidental travelers or the hardened troops of the Infinity Patrol, this book is your gateway to adventure. Infinite adventure.**

**Unseen University are proud to present the most comprehensive map and guide to the Disc yet produced. In this noble endeavour, drawing upon the hard won knowledge of many great and, inevitably, late explorers, one may locate on a detailed plan of our world such fabled realms as the Condiment Isles, trace the course of the River Kneck as it deposits silt and border disputes in equal abundance on the lands either side, and contemplate the vast deserts of Klatch and Howondaland - a salutary lesson in the perils of allowing ones goats to graze unchecked. This stunning work brings to life the lands and locations of the Discworld stories in a way never seen before. Accompanied by lavish full-colour illustrations and a detailed world map, this is a must-have for any Discworld fan. The Future is Alive "Who needs chrome, pal? Meat is where it's at now. Mother Nature always did it best -- she just needed a little help. Get down to the black clinic, old-timer, and you can be 15 again. That is, if you still want to be human at all." It's the technology of the posthuman age: biotech! Upgrade your old body with steroids and smart drugs, transplants, and viral nano . . . or just get a new one. Maybe you don't think being human is so great? Then improve on nature with eugenics and gene-fixing. Or just go parahuman: if you love cats, become one! The technology's changing fast, but you'll have lots of time to get used to it -- death is only a temporary inconvenience with cryonics and immortality drugs. And who needs silicon and steel? Vatbrain biocomputers are where it's really at! But it's not just about the future. GURPS Bio-Tech includes a full range of 19th, 20th, and 21st-century medical equipment, from early vaccines to surgical robots, along with game stats for the world's most deadly diseases. GURPS Bio-Tech also includes a complete set of character templates for biotech professions, rules for biotech magic, and two original campaign settings: an alternate Earth ruled by a clone of Alexander the Great, and a living starship on its way to colonize an alien world! Say goodbye to your old body. Have you upgraded your genetics this year? This is the second edition of GURPS Bio-Tech. It has been revised to the GURPS Fourth Edition rules and expanded to cover medicine, drugs, magic, and new technologies. Some entries were introduced in GURPS Space, GURPS Robots, and the Transhuman Space series.**

**After growing from humble beginnings as a Sword & Sorcery parody to more than 30 volumes of wit, wisdom, and whimsy, the Discworld series has become a phenomenon unlike any other. Now, in The Turtle Moves!, Lawrence Watt-Evans presents a story-by-story history of Discworld's evolution as well as essays on Pratchett's place in literary canon, the nature of the Disc itself, and the causes and results of the Discworld phenomenon, all refreshingly free of literary jargon littered with informative footnotes. Part breezy reference guide, part droll commentary, The Turtle Moves! will enlighten and entertain every Pratchett reader, from the casual browser to the most devout of Discworld's fans.**

**Core Rulebook II**

**Death Trilogy**

**Gurps: Spaceships**

**Pathfinder Book of the Dead Pocket Edition**

**Masks of Nyarlathotep**

"You pull your wand from the folds of your cloak, and its glowing blue end illuminates the door in front of you--the entrance to the banned books section. You watch as the copper snakes twist and turn around the lock that keeps students like you out. But you've been left with no choice. Your barn owl hoots softly upon your shoulder as you raise your wand to the knob and whisper the unspoken words. Kids on Brooms is a collaborative role-playing game about taking on the life of a witch or wizard at a magical school you all attend- a place full of mystery, danger, and thrilling adventure. From dealing with strict professors to facing down mythical beasts, players will get the opportunity to ride brooms, brew potions, and cast powerful magic as they uncover the incredible secrets their school and its inhabitants hold. Built using the ENnie Award-Winning Kids on Bikes framework, it is a rules-light, narrative-first storytelling game perfect for new players and gaming veterans alike!"--Back cover.

For every Pratchett fan, the must-have fully updated guidebook to Discworld! The Discworld, as everyone knows, is a flat world balanced on the backs of four elephants which, in turn, stand on the shell of the giant star turtle, the Great A'Tuin, as it slowly swims through space. It is also a global publishing phenomenon with sales of nearly 85 million books worldwide (and counting). With 39 books in the canon, not including the various guides, maps, diaries, and other tie-in volumes, there's a lot of Discworld to keep track of—more than most fans can manage without magic. Turtle Recall is the ultimate authority on probably the most heavily populated—certainly the most hilarious—setting in fantasy literature and includes a guide to Discworld locales from Ankh-Morpork to Zephis, as well as information to help you distinguish Achmed the Mad from Jack Zweiblum and the Agatean Empire from the Zoons. Plus much, much more. Covering everything from The Colour of Magic, the first Discworld novel, through Snuff!, Turtle Recall: The Discworld Companion . . . So Far is the most up-to-the-minute encyclopedia of Terry Pratchett's extraordinary universe available.

The Compleat Ankh-Morpork

Gurps Discworld

The Book of Wizards

How to Be a Gurps GM